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The Realm of Gondor™

The realm of Gondor stands like a beacon against the shadow of Mordor's Evil. Without the bravery and martial prowess of this great nation, Sauron's forces would surely have already overrun Middle-earth.

> 'The Lords of Gondor have returned!'
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Founded in the Second Age by Elendil, Gondor is an ancient realm that once covered most of Middle-earth. Constant war, plague and invasion, however, have taken their toll and Gondor's territories have dwindled. It has even lost two of its greatest cities to the enemy – Minas Ithil, now known by the darker name of Minas Morgul, home of the dreaded Witch-King, and Osgiliath, the former capital that spanned the great River Anduin. The grandest bastion still remaining is Minas Tirith, the White City. Home to the Stewards of Gondor, this mighty city rises up against the White Mountains in seven great levels and at its pinnacle stands the White Tower of Ecthelion. Below it lie Pelennor Fields, an expanse of farmland that stretches almost to Osgiliath. Only with the blood of the Men of Gondor does Middle-earth remain free, but even now its power is waning. Mordor is drawing evil to its banner in ever-increasing numbers, threatening to engulf Middle-earth in open war. When the hordes of Mordor are unleashed, they will strike hardest against Minas Tirith and the fate of Middle-earth will hang in the balance. For if Gondor falls, none left will have the power to oppose Sauron.

Over the next two Packs, we present the two opposing forces in this epic conflict. Starting in this Pack's Playing the Game, we include the full rules for using the forces of Gondor. In our Battle Game, two gamers command the forces of Minas Tirith and Mordor in a points match Battle Report. Painting Workshop shows you how to paint your noble Warriors of Minas Tirith. Finally, Modelling Workshop prepares you for future modelling projects by introducing some more specialised tools and materials.

◄► MEN OF MINAS TIRITH

These warriors are brave and determined.

Forces of Gondor™

Of the realms of the Free Peoples of Middle-earth, Gondor stands proud – a bastion of nobility and civilisation, ready to battle against the tide of evil stemming from Mordor. Here we present the full rules for use with the Men of Gondor.

The forces of Gondor comprise the strongest and most well organised military of the Free Peoples. Clad in fine, shining armour and equipped with the most reliable weaponry available, the soldiers of Gondor are well trained in the arts of war. From the noble leaders to the most common fighters, the Men of Gondor are ready to defend their lands against evil whenever it may surface. An army of Gondor is one of the most regimented forces you can field in your Battle Games. As such, it looks very impressive in large numbers, with the models' black uniforms, shining chainmail and flowing pennants.

◄ MOUNTED KNIGHTS
The army of Gondor rides out to battle the forces of Sauron.

Wargear Options

Armour and Shields:

When purchasing additional armour for a model, remember that normal armour adds 1 point to the warrior's Defence value, while heavy armour adds 2 points. If you choose to equip a model with a shield, remember to add 1 point to his Defence, unless he also carries a missile weapon, in which case his Defence value does not change.

Horses:

A model riding a horse follows all the normal rules for cavalry (see Pack 14's Playing the Game). Horses have the following profile:

F	S	D	A	W	C	Move
0	3	4	0	1	3	24cm/10"

Lances:

Some warriors in the Gondorian army have the option to purchase lances. This is a new weapon, only available to the cavalry of Gondor.

A cavalry model armed with a lance adds 1 to his dice roll to wound any enemy model. This bonus applies only in the turn that he charges into base contact with an enemy.

NB. It is impossible to use a lance when fighting on foot. If the mount is killed, then the lance is discarded and the model switches to its hand weapon instead.

Captain of Gondor (Points value: 40)

The Captains of Gondor are leaders of men who remain loyal to Denethor, the ruling Steward of Gondor. Because they live so close to the borders of Mordor, these men have seen frequent combat and survived many battles to become the experienced warriors they are.

F	S	D	A	W	C	Move	M	W	F
4/4+	4	4	2	2	4	14cm/6"	2	1	1

Wargear:
Sword (hand weapon).

Options:

Armour	5 pts	Bow	5 pts
Heavy armour	10 pts	Lance	5 pts
Shield	5 pts	Horse	10 pts

Warrior of Minas Tirith (Points value: 7)

The Men of Minas Tirith have lived their whole lives under the shadow looming from the east, never faltering. It is through their valour that the lands beyond Gondor have been kept safe from Sauron's armies. These brave Men stand resplendent in their armour, ready to face the evil of Mordor.

F	S	D	A	W	C	Move	M	W	F
3/4+	3	5	1	1	3	14cm/6"	-	-	-

Wargear:
Heavy armour and a sword (hand weapon).

Options:

Spear	1 pt
Bow	1 pt
Shield	1 pt

Ranger of Gondor (Points value: 7)

The Rangers of Gondor are hand-picked from the inhabitants of Ithilien for their skill at woodcraft and archery. In the waning years of the Third Age, the Rangers constitute the first line of defence against the hordes of Mordor, holding the crossings of the Anduin against the servants of Sauron.

F	S	D	A	W	C	Move	M	W	F
4/3+	3	4	1	1	3	14cm/6"	-	-	-

Wargear:
Sword (hand weapon), bow and armour.

Options:

Spear	1 pt

Knights of Minas Tirith (Points value: 13)

Tall, stern warriors mounted on swift steeds and bearing deadly lances, the Knights of Minas Tirith are truly the pride of Gondor. These heavy cavalry units can charge across the battlefield and deliver a thunderous blow to any enemy formation.

F	S	D	A	W	C	Move	M	W	F
3/-	3	5	1	1	3	14cm/6"	-	-	-

Wargear:
Heavy armour, lance, sword (hand weapon) and horse.

Guard of the Fountain Court (Points value: 10)

The Guard of the Fountain Court are selected from the very best warriors in all of Gondor, swearing to give their lives in the service of the Lords of Minas Tirith and to be fearless in combat. They wear winged helmets made of Mithril, intricately crafted heavy armour and carry the best weaponry that the armouries of the White City have to offer.

F	S	D	A	W	C	Move	M	W	F
4/-	3	6	1	1	3	14cm/6"	-	-	-

Wargear:
Heavy armour and a spear.

Bodyguard: At the beginning of the game, choose one Hero of Gondor among those in your force for the Guard to protect. As long as this Hero is on the table, all warriors of the Guard of the Fountain Court automatically pass every Courage test they have to take. If the Hero is killed or leaves the table, the Guard reverts to the normal rules for Courage.

Open War!

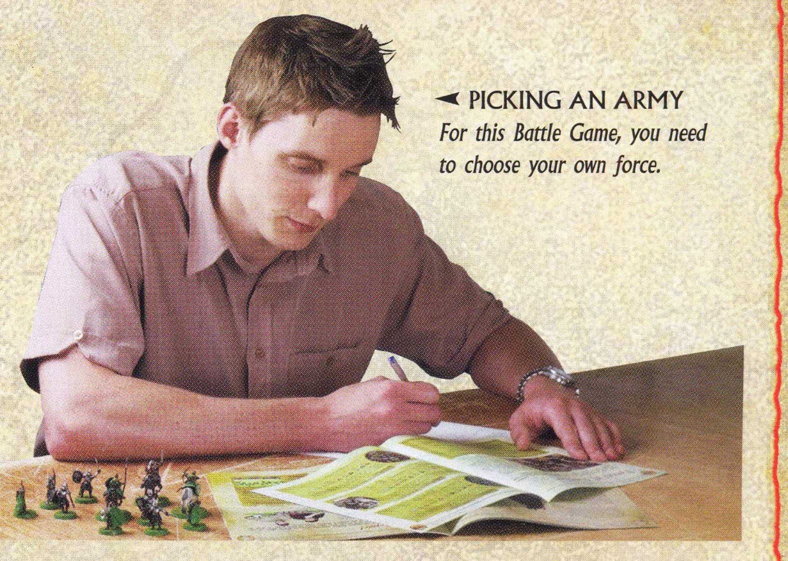
Sauron has engulfed the whole of Middle–earth in his bloody conflict. Only a portion of this war is shown in* The Lord of The Rings *movies. Here we introduce a standard Battle Game you can use to create any of the battles fought during these violent times.

It is quite easy to imagine many battles happening 'behind the scenes' during *The Lord of The Rings* films. Faramir and his Rangers must have ambushed many more enemy columns than the one we saw. In addition, we did not see the fight at the Fords of Isen where Théoden's son Théodred was mortally wounded. Osgiliath was obviously engaged in a lengthy conflict before it finally fell to the Orcs. These and many more battles can all be created with *Battle Games in Middle–earth.* Here we present a 'generic' Battle Game, one that can be used with any forces and be set anywhere in Middle-earth. The only limitations are your imagination and the models and scenery you have in your collection. Immediately following the rules for this scenario is a Battle Report, in which two gamers share their thoughts as they choose their armies, set up the terrain and deploy their forces. Then, over this and the next Pack, we follow the action until eventually the winner is revealed.

▲ MASS BATTLE
With the 'Open War!' scenario you can use any models you want!

THE COMBATANTS

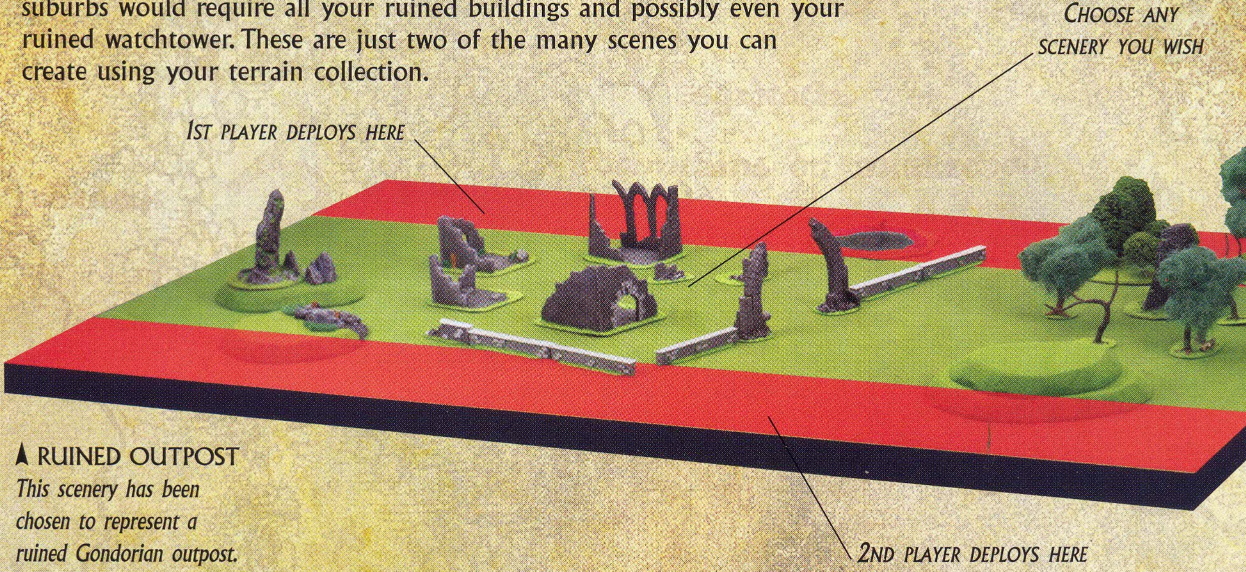
This Battle Game is different to our previous scenarios. In this game, you and your opponent get to choose your own forces in a 'Points Match'. Each player has an equal pool of points to 'spend' on buying their individual forces. Decide between yourselves how many points and who will play each side, then use the points values given for the various characters and warriors in previous Packs to choose your forces. Some characters and warriors have options for choosing extra equipment. If you choose any of these, you should represent them on the model. This is so your opponent can see at a glance what extra equipment the warrior is carrying. This principle is known as 'what you see is what you get' and is often abbreviated as WYSIWYG.



◄ PICKING AN ARMY
For this Battle Game, you need to choose your own force.

The Gaming Area

A Pitched Battle can be played on a board of any size. However, a board 120cm/4′ by 120cm/4′ or 120cm/4′ by 180cm/6′ is a reasonable size. You can use whatever scenery you want. However, you may like to decide where this battle is taking place. That way you have a good idea of what scenery from your collection is appropriate. For example, if the battle is taking place in one of the Rohan villages in the Westfold that was attacked by Saruman, then one or two of your Rohan houses would be appropriate. On the other hand, a battle for one of Osgiliath's suburbs would require all your ruined buildings and possibly even your ruined watchtower. These are just two of the many scenes you can create using your terrain collection.



▲ RUINED OUTPOST
This scenery has been chosen to represent a ruined Gondorian outpost.

Deployment

Deployment in this game is also very different from normal. In this game the players get to choose where their forces will set up, using the following rules.

- Each player rolls a dice, and the player who scores the highest chooses which of the long table edges he will deploy along. The other player will set up along the opposite edge.
- Both players then split their forces into two halves, with an equal number of models in each if possible.
- Both players roll a dice and whoever rolls highest starts to deploy, as described below.
- The first player chooses one half of his force and deploys it onto the table so that each model is within 28cm/12″ of his table edge.
- The other player then deploys one half of his force anywhere within 28cm/12″ of his table edge.
- After that, the first player deploys the remainder of his force, in the same area as before. Finally, the other player places the last half of his force in his deployment area.

WINNING THE GAME

In this Battle Game, both players are trying to destroy the other force's fighting effectiveness. Victory is achieved once one of the following conditions is met.

- A player scores a *major win* if, at the end of the current turn, he has killed more than half of the opponent's models and he has at least one surviving Hero.
- A player scores a *minor win* if, at the end of the current turn, he has killed more than half of the opponent's models, but has no Heroes left alive on his side.
- It is a *draw* if both players have killed half their opponent's force by the end of the same turn.

Preparing for Battle

In this Battle Report, Pete Borlace played the Good side and Rowland Cox played the Evil side, deciding to have 400 points each. Here they explain how they selected the armies they wanted to use in the game, as well as choosing specific models and terrain.

Picking the Good Side

Pete – 'In this Battle Report I have chosen to use a themed army. It is based on the Good forces that fight at the Pelennor Fields during the climactic battle in *The Return of the King*. I've chosen seven Warriors of Minas Tirith and a Captain to act as my core fighting unit. I believe archers will be vital early on, so I've opted for eight to create a group that will inflict damage before the enemy gets close. Éomer, with his three points of Might, can dramatically change the course of any combat. Six Riders of Rohan will ride alongside him. Where my cavalry should really show their worth is with their greater movement range and, when charging, they get two attacks! My final unit will be made up of eight Warriors of Rohan, who, with their throwing spears, will be excellent support for the Warriors of Minas Tirith.'

▲ *The Good force stands ready to do battle.*

Picking the Evil Side

Rowland – 'Against Pete's 'themed' Good army I was going take an army from any Evil troops available. Although we had chosen our armies secretly I was sure that Pete would take a strong contingent of Rohirrim cavalry. To counter this, I would need to take a good defensive formation of troops who could hold off, and perhaps even beat, his Riders of Rohan. The obvious choice was troops armed with spears and pikes, who could add support attacks to combats. I would present a wall of spears and pikes to the Rohirrim. I also wanted a large group of Uruk-hai led by a Captain as the backbone of my army – none would stand before them! To add numbers to my force I took plenty of Goblins, 16 in all, plus a Goblin Captain, who would plug any gaps in my battle-line.'

▲ *The army of Sauron prepares to crush its enemies.*

Captain Models

When choosing your forces for a Points Match game (see Pack 17), do not limit your options by worrying if you don't have Captain models. You can easily use a special character (like Éomer, for example) to stand in for a normal Captain. You might also have a conversion you could to use, such as the Goblin from Pack 22. Finally, you can simply pick a normal warrior that you particularly like, and use him as a Captain for this one game. The only thing to remember is that 'what you see is what you get' – the model must be armed appropriately if you want to use it.

◄▲ **PROPERLY ARMED**
Éomer has been given a shield for this game, while the Goblin has been converted to carry a sword, shield and bow.

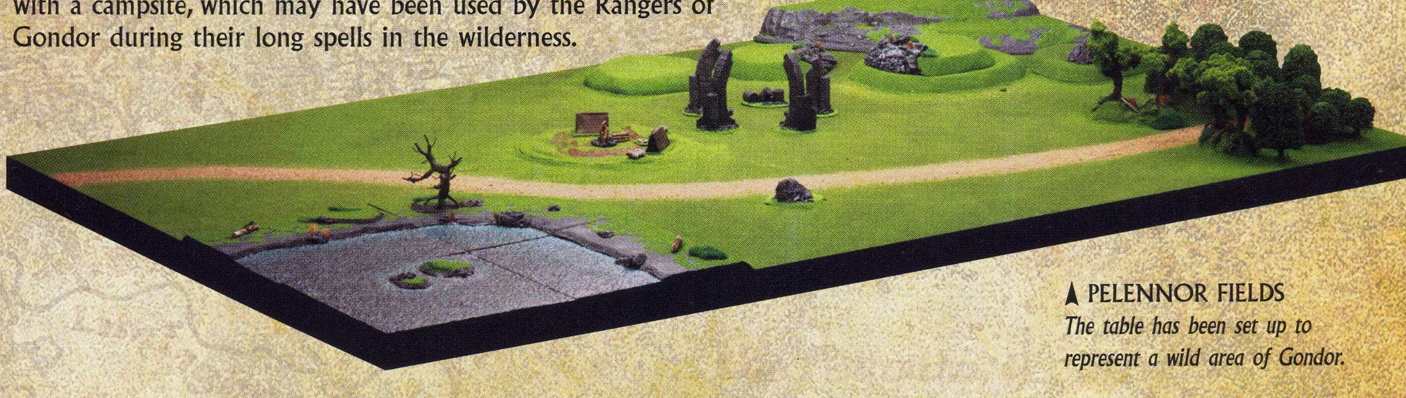
CHARACTER PROFILES

	F	S	D	A	W	C	Move	M	W	F
Éomer	5/4+	4	6	2	2	5	14cm/6"	3	2	2
Rider of Rohan	3/4+	3	5	1	1	3	14cm/6"	-	-	-
Horse	0	3	4	0	1	3	24cm/10"	-	-	-
Captain of Men	4/4+	4	4	2	2	4	14cm/6"	2	1	1
Warrior of Rohan	3/4+	3	4	1	1	3	14cm/6"	-	-	-
Warrior of Minas Tirith	3/4+	3	5	1	1	3	14cm/6"	-	-	-
Uruk-hai Captain	5/4+	4	5	2	2	4	14cm/6"	2	1	1
Uruk-hai Warrior	4/4+	4	5	1	1	3	14cm/6"	-	-	-
Goblin Captain	3/5+	4	5	2	2	3	12cm/5"	2	1	1
Goblin Warrior	3/5+	3	4	1	1	2	12cm/5"	-	-	-
Mordor Orc	3/5+	3	4	1	1	2	14cm/6"	-	-	-

NB. Any model that carries a shield adds +1 to its Defence value, unless it also has a bow. Riders of Rohan already have this bonus included in their profile, because they are always equipped with shields.

Choosing Terrain

We decided to set this battle in Pelennor Fields and make it look wild and uncivilised. We chose to close off one end of the board with a forest and some hills. The opposite edge features the shore of a large lake. The centrepiece of the tabletop is the ruined watchtower from Pack 19, along with a campsite, which may have been used by the Rangers of Gondor during their long spells in the wilderness.



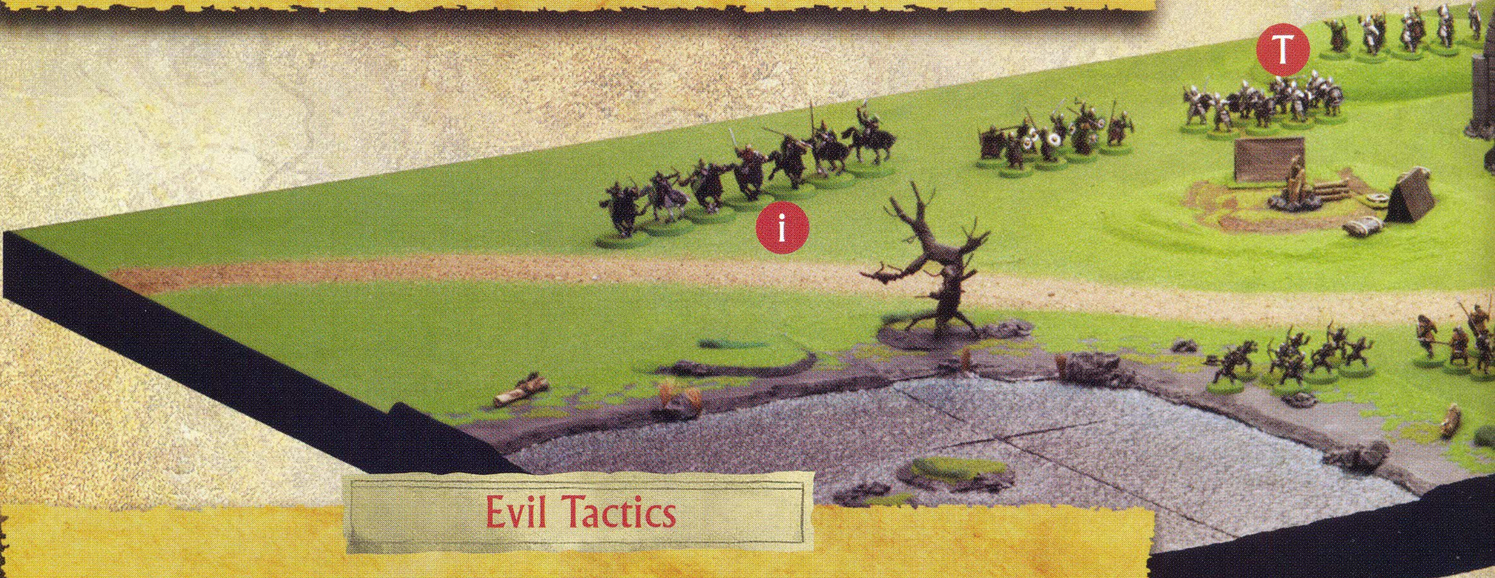
▲ PELENNOR FIELDS
The table has been set up to represent a wild area of Gondor.

Deployment

As Pete rolled lowest, he was first to deploy half of his force. This gave Rowland an advantage, as he could place his own models in position to counter the enemy.

Good Tactics

Pete – 'As I had to set up first, I didn't want to give away the position of my best unit, Éomer and the cavalry. Instead I chose to place my archers and Warriors of Minas Tirith. I deployed the archers on a hill for maximum visibility of the battlefield. Next to these I placed my Warriors of Minas Tirith to give support when the battle got to close combat.'

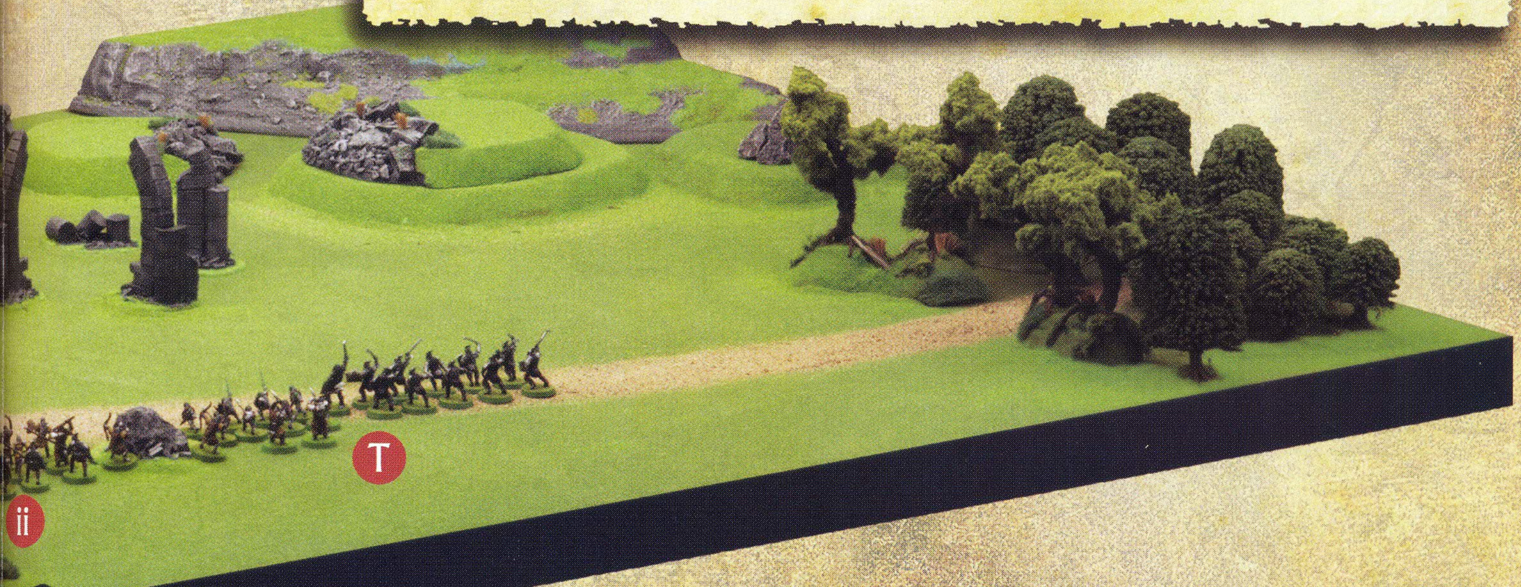


Evil Tactics

Rowland – 'Pete had set up first and so, after seeing where he had deployed, I faced off with my Uruk-hai (my best troops) supported by the Moria Goblins. These troops should dominate the centre of the battlefield and hopefully destroy the Warriors of Minas Tirith. Pete now had to put his cavalry down, and I could react with the rest of my force to counter this threat as I saw fit.'

Rohirrim Ride!

i Cavalry work best without too much terrain in the way, so they can use their speed to outmanoeuvre the enemy, before engaging them with their powerful charge. Looking at the board, Pete decided that the best place to commit his Rohirrim cavalry was the open area in front of the lake. He planned to shoot as he advanced with his cavalry, slaying any Orc that strayed into the open before riding the survivors down!



Defensive Formation

ii After seeing where Pete had placed his mounted Rohirrim, Rowland reacted by deploying in force against them. He lined up the Orc spearmen and Uruk-hai pikemen to give the Orc swordsmen two support attacks each – a formidable defensive formation awaiting the cavalry. With Goblin archers in support as well, Rowland hoped to decimate the Riders of Rohan.

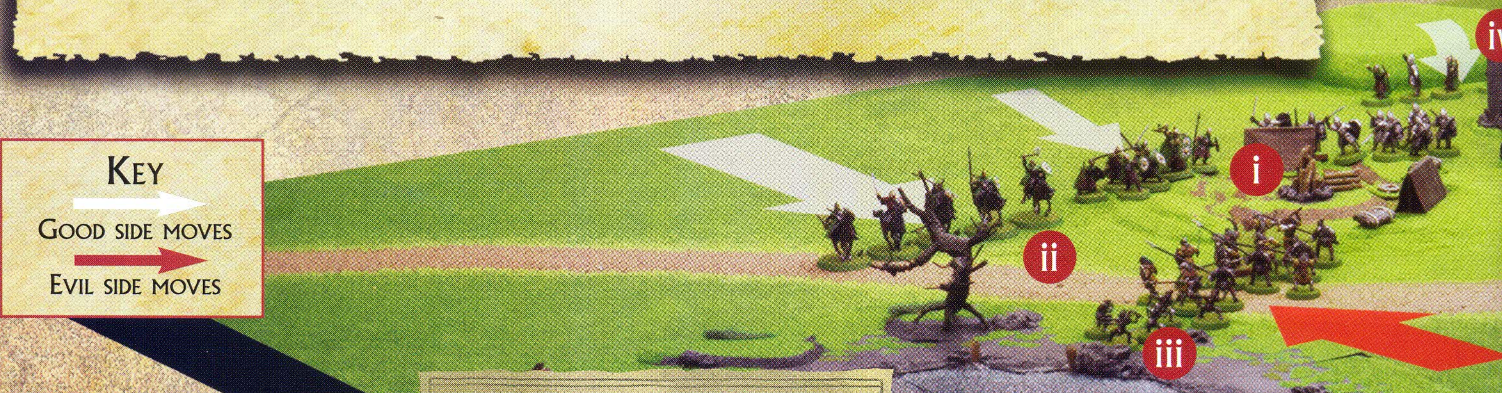
Let Battle Commence!

Turns 1–2

With all the forces now deployed, the battle commenced. In the first few turns both players moved their armies into a position ready to strike at the enemy.

Massed Ranks

i The Evil side moved forward as quickly as possible, eager to use the ruins to their advantage. By comparison, the Free Peoples moved cautiously into position, keeping the approaching horde at arm's length. Pete was hoping to inflict as many casualties from shooting as possible, thinning out the Orc lines.

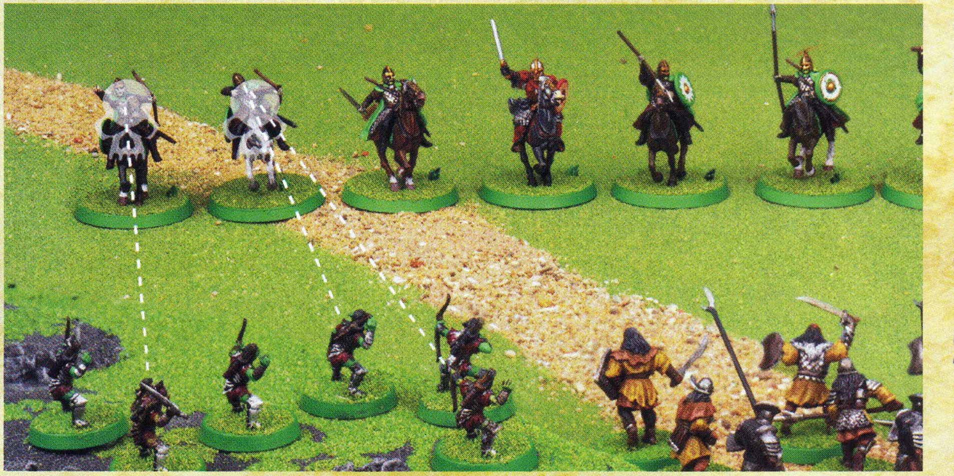


Leading the Charge

ii The Orc and Uruk defensive formation moved forward, holding the gap between the campsite and the lake against the approaching Rohirrim cavalry, led by Éomer. Rowland felt it was important to hold this area and prevent the Rohirrim cavalry from breaking through to the rear of his lines. If they did break through, they'd be a constant threat to the Evil side. Would the wall of spears and pikes hold out against the might of Rohan?

Deadly Shot

iii The Goblin archers scurried along the shore of the lake under a hail of arrows from the Rohirrim cavalry, losing two of their number. Now in position, and having weathered the Rohan archery, the Goblins were in range to retaliate. The Goblin Captain led by example and hit a Rider of Rohan, using a point of Might to kill him. The rest of the Goblin archers followed suit, shooting another clean off his horse.



Ranging Fire

iv Pete was trying to keep the Orc horde at arm's length so he could use his advantage in the shoot phase. Whereas the Goblins had found their deadly mark, the forces of Good seemed only to manage ranging shots. For two whole turns of shooting, all Pete's massed archery could kill was a solitary Orc bowman. Now the whole Evil force was virtually on top of the Free Peoples' position.

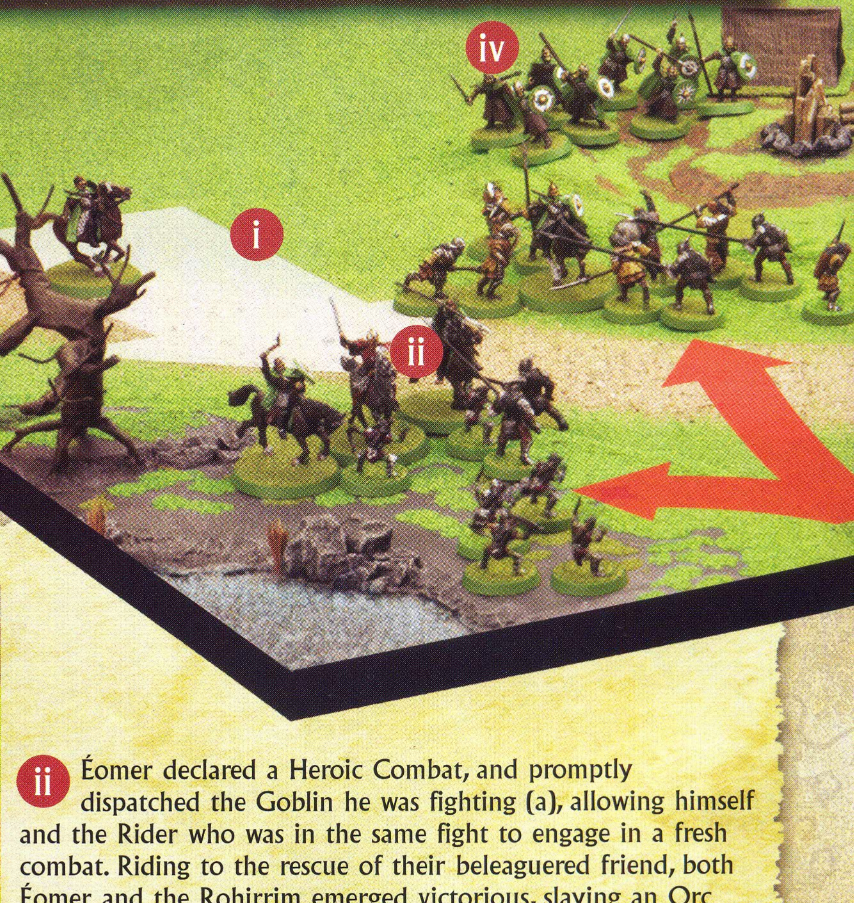
Clash of Steel

Turn 3

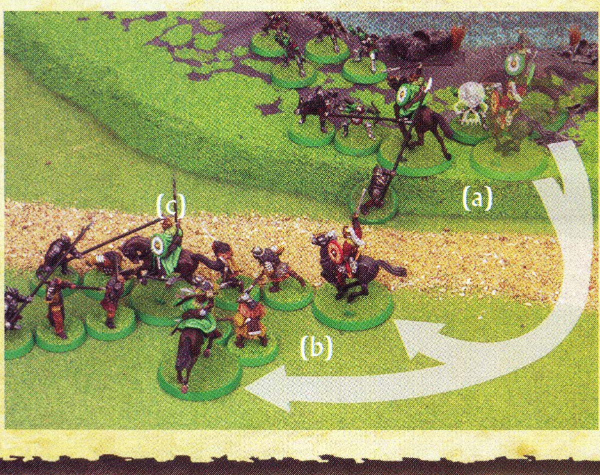
In the third turn, priority was won by the Good side. With the thundering of hooves, the Rohirrim ride into the fray, and the Evil force braces itself to receive the charge.

For Rohan!

i Eager to avenge their fallen brethren, the Rohirrim charged in against the Goblin archers (a). Pete carefully placed as much distance as possible between his cavalry and the Orc spearmen and Uruk-hai pikemen – a single Rider of Rohan held them back, but was swamped by nine attackers (b). One mounted Rohirrim was kept back to react next turn and even managed to shoot down an Orc Spearman.



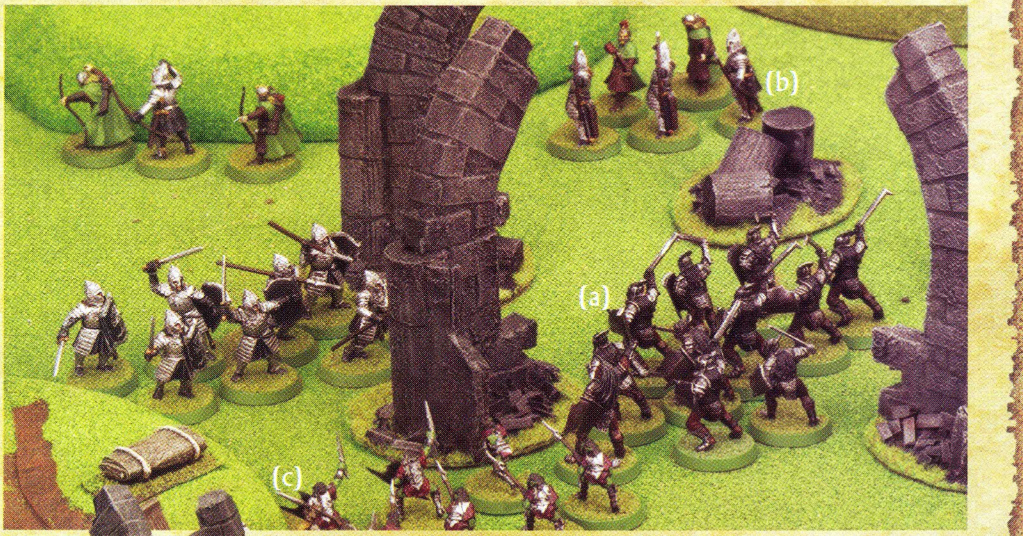
Heroic Deeds



ii Éomer declared a Heroic Combat, and promptly dispatched the Goblin he was fighting (a), allowing himself and the Rider who was in the same fight to engage in a fresh combat. Riding to the rescue of their beleaguered friend, both Éomer and the Rohirrim emerged victorious, slaying an Orc and knocking down two others (b). Even with all this help, things looked bad for the surrounded Rider of Rohan (c), but amazingly he won his fight, knocking over two more Orcs!

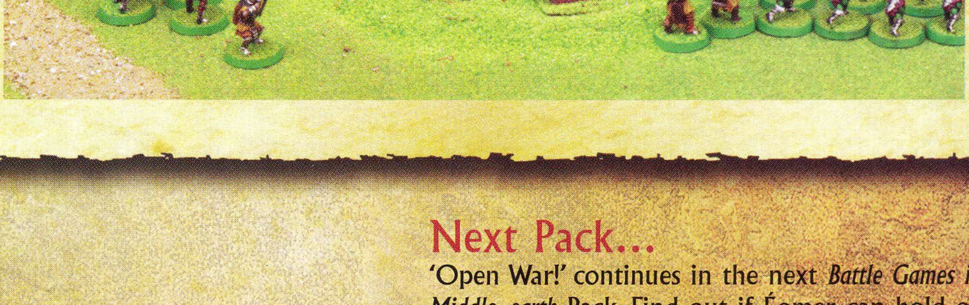
Uruk Shield!

iii Over by the ruins, the heavily armoured Uruks (a) put themselves in harm's way, between the Good side's archers (b) and the lightly armoured Goblins (c). This tactic paid off, and not a single Uruk fell to the hail of arrows.



Keeping Options Open

iv In the centre, the Warriors of Rohan (a) stayed poised to help either the cavalry (b) or the Warriors of Minas Tirith (c). With the Orc and Uruk-hai spear-and-pike wall now broken up, Pete needed to hold out on the flank so he could concentrate his forces in the centre.



Next Pack...

'Open War!' continues in the next *Battle Games in Middle-earth* Pack. Find out if Éomer can hold out against overwhelming odds or if the forces of Evil will prevail, slaying all before them!

Warriors of Minas Tirith™

The fighting men of Minas Tirith are ready to give up their lives to defend Middle–earth. In this Painting Workshop, we show you how to paint these brave warriors.

These brave men, clad in plate armour and wielding sword, spear and bow, are the last line of defence against the growing power of Mordor. Here we will show you how to paint the force that is included as part of this Pack. All the Warriors of Minas Tirith have a very simple yet effective colour scheme of a black cloth and silver armour. We use a simple wash and dry-brush technique to paint the plate-mail armour and grey edging to highlight the black. You will find these models quick and easy to paint, giving you a battle-worthy force ready for use in your Battle Games.

◄ CITY GUARD
The brave Warriors of Minas Tirith form a defensive line to challenge the Mordor horde.

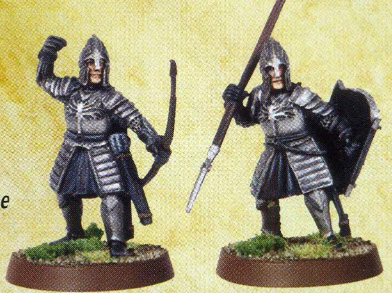
PAINTING ESSENTIALS

PAINTS REQUIRED

MITHRIL SILVER
BLACK INK
TIN BITZ
CHAOS BLACK
CODEX GREY
DWARF FLESH
FLESH WASH
ELF FLESH
SHINING GOLD
SCORCHED BROWN

Batch Painting

The batch painting techniques shown in Pack 10 are used to paint a group of similar models. They allow you to paint your force quickly. Batch painting is particularly effective on these models as they are all very similar to each other and have a simple colour scheme using only a few paints. Because they are all so similar, you may even find it easier to paint all 12 of these models in one go, rather than splitting them into two or three groups.

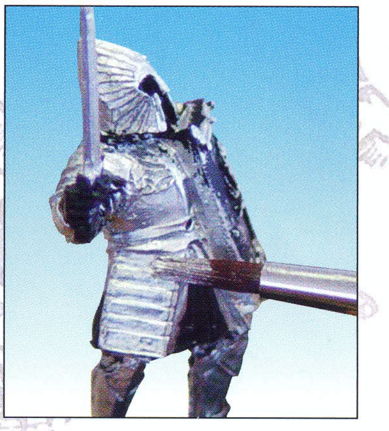


➤ *The simple colour scheme means you can paint multiple models easily.*

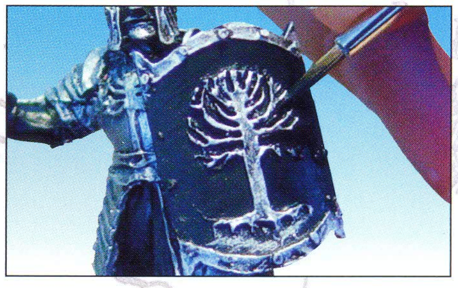
Painting Your Miniature

① Silver Armour

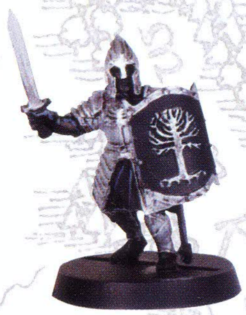
After the model has been undercoated black, use Mithril Silver to paint all the armour plates and the weapon. Get a solid, even coat so that there is none of the original black showing through. Next, mix some Black Ink with a little watered-down Tin Bitz. Apply this as a wash over all the armour, creating the deep shading. Finally, when the wash is dry, apply a dry-brush of Mithril Silver over the armour and weapon, giving the metal its highlight colour.



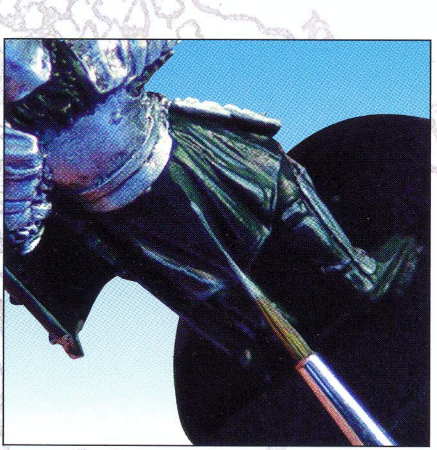
◄ *A solid coat of silver makes the armour appear newer than dry–brushing alone.*



▲ *Repaint any overspill with Chaos Black.*



▲ *Your warrior with the black and silver finish.*



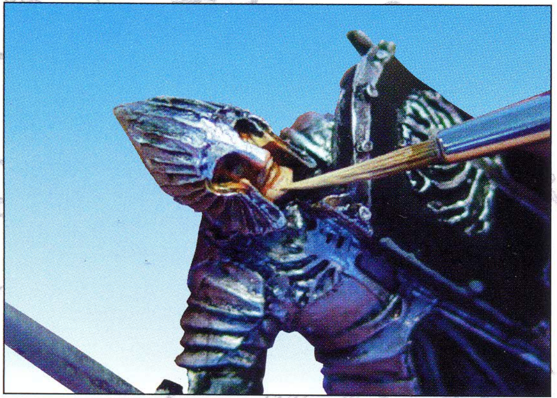
② Black Tunic

It is possible that some of the silver strayed onto other areas of the model. If this is the case, repaint those areas with black, especially the tunic, boots, shirt, gloves, scabbard and straps. Next, paint a thin line of Codex Grey along the edges of all the black areas. This will be the highlight for the black.

◄ *Painting the edges like this is a quick and easy way to highlight black.*

③ The Face

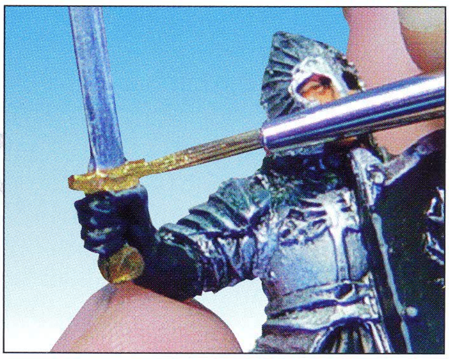
Paint the face with Dwarf Flesh. Don't worry if you get flesh paint on the helmet because you can repaint over those bits with silver once you have finished the face. Next, apply some watered-down Flesh Wash. Finally, paint a small amount of Elf Flesh on the chin, lips and cheeks.



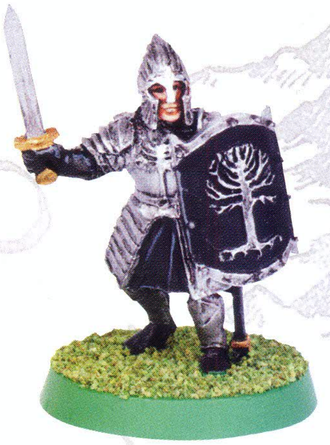
▲ *Don't worry if you get flesh onto the helmet. This can be painted over with silver when you're finished.*

④ Final Details

The sword hilt and scabbard details can first be painted Shining Gold, then a highlight of Mithril Silver can be painted along the edges. The spear staffs and bows are both painted Scorched Brown. After the model has been based in the usual way, it is ready to join in your Battle Games.



▲ *These gold details are all that is left to paint before basing the model.*



▲ *The black–and–silver colour scheme on this model is easy to paint and looks quite striking.*

Tools and Materials

Here we take a look at some of the new tools and materials that we have added since introducing the modelling essentials in Pack 2. We also look at some items that will be useful in future Modelling Workshop projects.

Your skills and knowledge as a modeller have grown with every Pack of *Battle Games in Middle-earth*. As our Modelling Workshops have progressed, we have introduced various new tools and materials. Each new item allows you to create more detailed or durable models. Here we summarise all the tools and materials we have introduced since Pack 2, creating a useful reference guide. We will also look at a few tools and materials that will be used in future Modelling Workshops. These tools and materials are more specialised in nature and will help you create impressive models for use in your Battle Games.

◄ MODELLING EQUIPMENT
A wide variety of tools and materials will provide more options for your modelling projects.

ADVANCED MODELLING MATERIALS

The following list includes all the items detailed in this Modelling Workshop and where you can get hold of them. If you are unsure of the availability of items, contact your local suppliers to ensure they have what you need in stock.

Games Workshop and Other Hobby Stores

Pliers
Tweezers
Modelling tool
Hot wire cutter
Modelling saw
Modelling putty
Foliage materials

DIY Stores

Large paintbrushes
Sandpaper
Junior hacksaw
Vice
Pliers
Tweezers
Ready-mixed filler
Masking tape
Textured paint
Polystyrene sheet
Hardboard

Art Suppliers

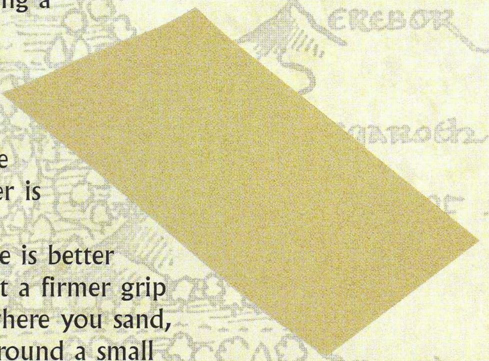
Mounting board
Plastic card
Foam card
Balsa wood

NB. Tools and materials may be dangerous if used incorrectly – in particular, knives, saws, glues and aerosol sprays. These are not recommended for children under 16 without adult supervision.

TOOLS

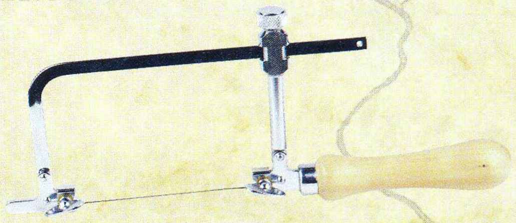
Sandpaper

Sandpaper is used to smooth rough edges from your model or for creating a curve on a material – as seen when making barrels in Pack 13's Modelling Workshop. Different grades are available, ranging from fine to coarse. Fine grade sandpaper is best used on balsa wood and polystyrene, while coarse grade is better for hardboard. To help you get a firmer grip and have more control over where you sand, try wrapping the sandpaper around a small block of wood or something similar.



Cutting Saws

Saws are very useful for cutting through thick materials such as wooden dowel or hardboard. Several different types of saw exist. The most common include the modelling saw, which has a thin blade and is designed for cutting through metal models, and the junior hacksaw, which has a wider blade and is useful for cutting through tough wood.

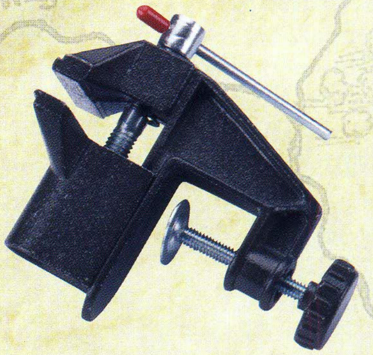


Large Paintbrushes

Brushes, like the kind used for home decorating, can be very useful, especially when painting large models like the mines of Moria or Khazad-dûm. A selection of different sizes is easy to locate and quite cheap. They can be cleaned in warm, soapy water.

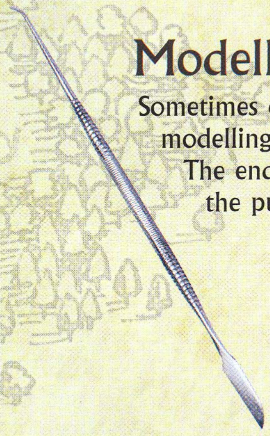
Vice

A vice is a small clamp that can be fixed onto the edge of a table. When tightened, the vice will hold whatever is fixed in it with a very solid grip. This is useful when cutting or sawing through a hard material such as wood or hardboard.



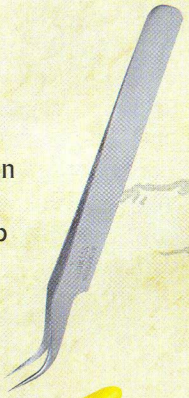
Modelling Tool

Sometimes called a sculpting tool, the modelling tool is used with modelling putty. The ends can be used to push and smooth the putty into a desired shape or hole.



Tweezers

These tools are very useful when working on the details of your models. The fine points can grip small pieces that your fingers would find awkward to hold, allowing you to place them precisely.

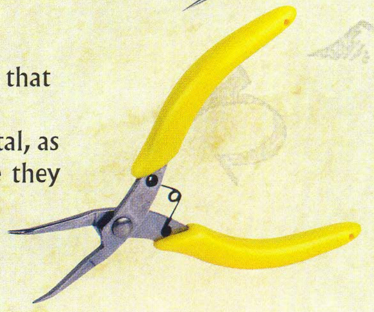


Hot Wire Cutter

This tool is used exclusively to cut polystyrene sheets. It can use up its battery's charge quite quickly, so always switch it off when not cutting. Pack 20 has more detailed information on hot wire cutters.

Pliers

Pliers provide you with extra leverage so that you can bend and twist materials into a desired shape. Pliers are best used on metal, as wood and plastic will usually snap before they bend. Exert pressure slowly when using pliers, as whatever you are bending may break if it is done too quickly.



MATERIALS

Ready-Mixed Filler

Wall filler is available as either a powder or a ready-mixed paste. By far the most convenient is the variety known as ready-mixed plaster skim, as this is about the right consistency for your modelling needs. Filler is used to create a textured appearance on models and to fill unsightly gaps. Once applied, details such as thatch or brickwork can be scored onto it.

FINE SURFACE FILLER

Foam Card

Sometimes called foam core, this material is essentially two pieces of card sandwiching a polystyrene centre. It is lightweight, thick and easy to cut. Because of these factors it is a good material to use when constructing any type of building or wall. Corrugated packing card can be used as a substitute if foam card is unavailable, but is generally not as versatile.

Polystyrene Sheet

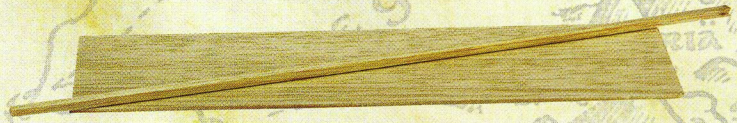
These sheets are used for creating large models such as hills. They are easily cut with a hot wire cutter. However, you must be careful not to use superglue, plastic glue or spray paint on them, as these will melt the polystyrene. See Pack 11's Modelling Workshop for more details about polystyrene sheets.

Masking Tape

This material can be used during the construction of a model to cover exposed areas of cardboard so they can be painted over. It can also be used when painting, to mask off an area and protect it from runs and splashes. When the paint is dry, the tape can be removed without damaging your model and the area underneath will be untouched.

Balsa Wood

Balsa wood is a versatile, soft wood that is used in many of our Modelling Workshops. It can be found as sheets of various thicknesses and in either square or round rods. Balsa wood can be cut and scored easily. It is the ideal material for making the wooden parts of your models.

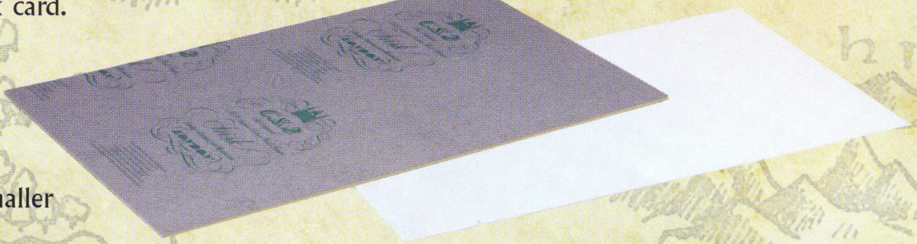


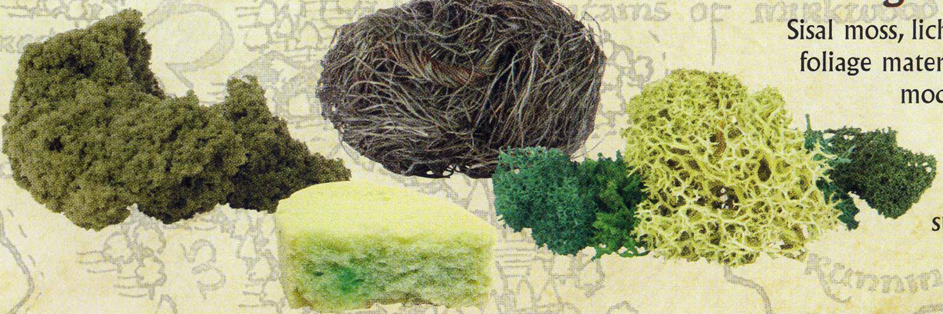
Hardboard

This thin but hard wood compound is often used for the bases of models because it doesn't warp and makes a very stable platform. You will need a saw to cut hardboard into shape and sandpaper to smooth the edges.

Mounting Board

Artist's mounting board is basically thick card. It is used by artists to mount their work and by modellers as bases for their models. Unlike hardboard, mounting board can warp if the base is large or if a lot of paint or glue is applied to it. As such, it is better used for the bases of smaller models such as trees, fences and so on.





Foliage Materials

Sisal moss, lichen or sponge can all be used as foliage material. Coarse turf is a purpose-made modelling foliage and can look more realistic than other types. It is a light and spongy material that is used for any type of foliage, such as trees or hedges.

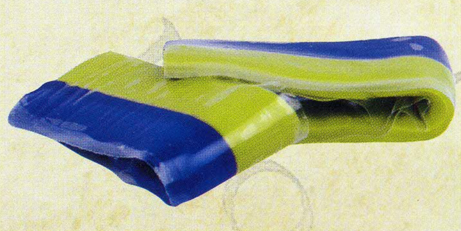
Textured Paint

A full explanation of textured paint appears in Pack 18's Modelling Workshop. You may find that your textured paint is a little too fine for your needs. If this is the case, pour a small amount of the paint into another container and add some sand to it until it is coarse enough.

FINE TEXTURED
EXTERIOR
MASONRY PAINT
Extra durable
Flexible waterproof finish
Covers fine cracks
Low splatter formulation
15 YEAR
BLACK
FAST and easy to apply

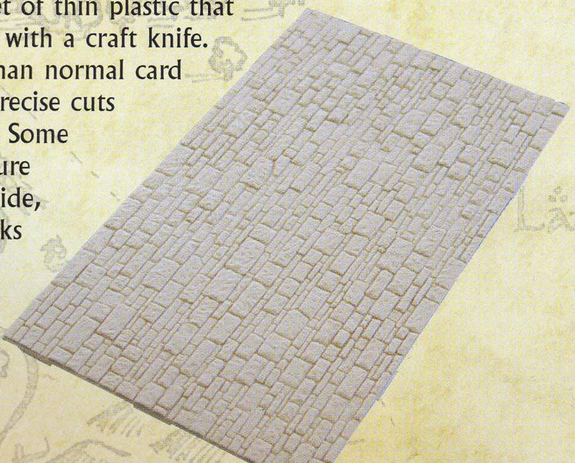
Modelling Putty

Two-part epoxy modelling putty is this material's full title. It is more commonly known as 'Green Stuff', because when the blue and yellow halves are mixed together, they create a green putty. This putty can be worked into any desired shape just like plasticine, but will set hard after about an hour. Putty like this can be used to fill gaps in models or even sculpt pieces that you cannot find a substitute for, such as door handles. All the metal *Lord of the Rings* miniatures you receive with *Battle Games in Middle-earth* were originally sculpted from Green Stuff and then cast in metal.



Plastic Card

Plastic card is a sheet of thin plastic that can be cut to shape with a craft knife. It is more durable than normal card and finer, so more precise cuts can be made into it. Some plastic card has texture moulded onto one side, such as cobbles, bricks or roof slates. These types of plastic card are very useful when making buildings.



Future Packs

All these new tools and materials will be put to good use in forthcoming Modelling Workshops, as we move on to show you how to create more detailed and realistic models for your battlefield gaming terrain.

IN YOUR NEXT GAMING PACK...

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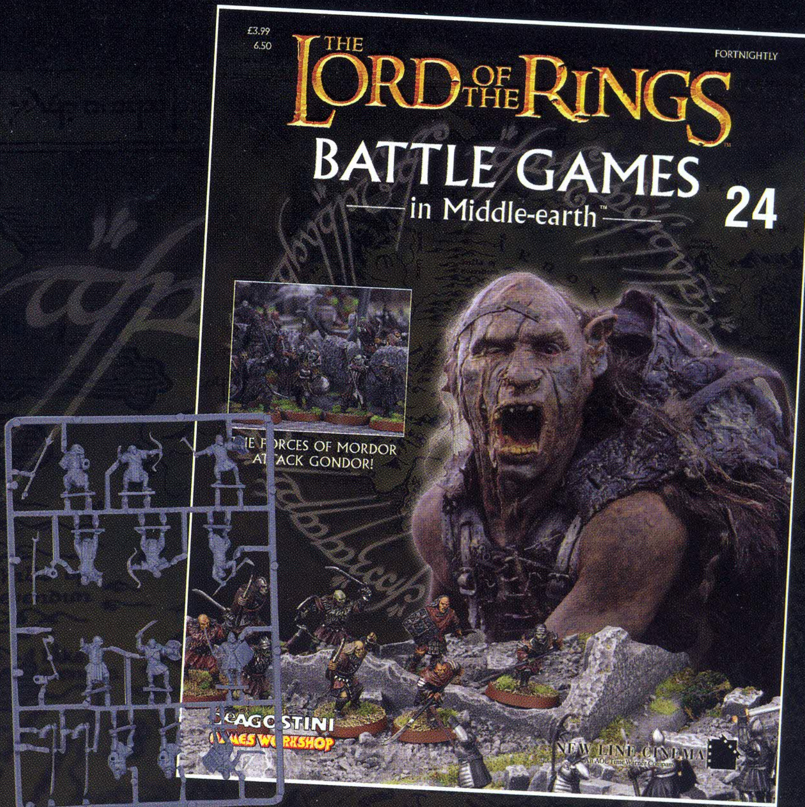
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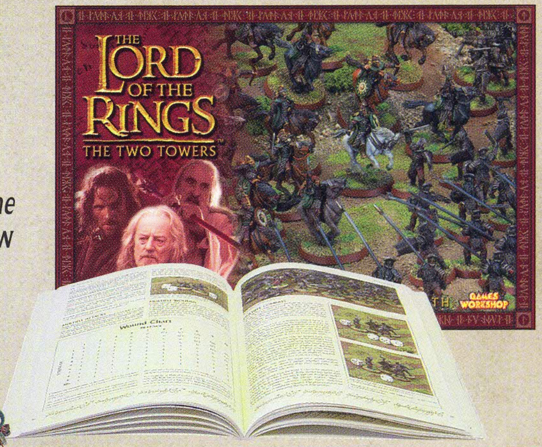
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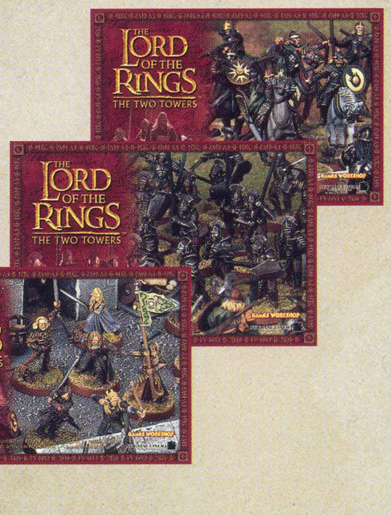
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